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applied to full-**frame** video streams in **real-time** without special hardware. ... **frame** difference caused by moving objects accords to **non**- reference and an **image** in the **sequence**.Thus when the k **frame** is being compared with the reference, System with Prior Occlusion Detection and Resolution, and Prior **Queue** ...ieeexplore.ieee.org/iel5/4376306/4376307/04376472.pdf?arnumber...**IEEE Transactions on Industrial Informatics**Guest Editorial; Special Section on **Real Time** Systems – Part I ... schedules messages in its output **queue** according to Deadline Monotonic. Firstly, we present a **non**-exact (but fast) analysis and then, at the cost of computation **time**, is completed by invoking several resource services in a certain **sequence**. ...[ieee-ies.org/tii/Issues/ii08_4.shtml](http://iee-ies.org/tii/Issues/ii08_4.shtml)**Feedback picture sequence control for real-time MPEG video ...**control picture **sequence**. traffic in the case of **real-time** transfer as mentioned in. Sec. 2. It is worth while noting that the the case of B-**picture** encoding. When an input **frame** issult. of **non**-control is also showii for comparison purpose. ... for the **queue** length should not to exceed the t,lirestold.ieeexplore.ieee.org/iel5/6202/16569/00765577.pdf?arnumber=765577**HTML - The IEEE Computer Society**An MPEG server operates as an interface for **frame** feeding from the application to the MPEG ... The **real-time** **image** is overlaid with instantaneous data, ... a moving object from an **image sequence** obtained using a static camera. Table 2 presents the results for the two **queue** regions, along six red-light cycles. ...www.computer.org/portal/web/csdl/abs/html//..mco2009120061.htm**Real-Time Human Detection, Tracking, and Verification in ...**

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to identify a human in a video **sequence**. Each algorithm uses a different visual cue to make its ... decide whether a part of the **image** contains a human or not. counter of the corresponding **frame** in the **frames queue** is decremented. ness and close to **real time** performance (around 15 **frames** per second.ieeexplore.ieee.org/iel5/10542/33355/01578729.pdf?arnumber=1578729[PDF] **Towards Efficient Multi-Level Threading of H.264 Encoder on Intel ...**File Format: PDF/Adobe Acrobat - [Quick View](#)

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implementation that uses two slice **queues**. Section 4.5 ... (without cache misses or other **non**-deterministic ... **sequence** of **frames** using an IBBPBBP... structure. 1 ... the slices of the **image** will put into the slice buffer. The not fast enough to meet the expectation of